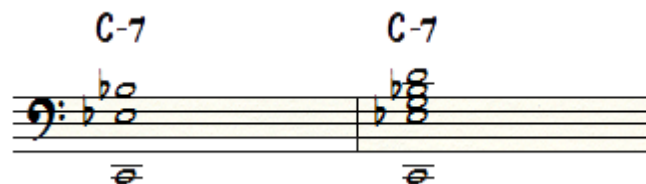


1. *Styles Series Part 6/8 – R & B*

a. Playing R&B is once again, more about the groove than anything. Playing simply is better in this style. The pianist's role is to lay down the harmonies while the bass and drums come to the foreground. There are a couple of nice textures that you can use to do this. You can generally think about comping in this type of a setting as playing whole note chords that sustain, while maybe adding one or two rhythmic comps to add variety. Practically all of the rhythmic groove will come from the bass and drums. Let's talk about some of the texture you can use for coming in this style.

- i. Low End Texture – This low-end texture is great for simply providing support and allowing everyone else to do their thing. When you're using this texture they enjoy the space, freedom and support you're giving them to do their thing. Your LH is simply going to play bass notes, any sort of roots or fifths. While your left hand plays either rootless voicings or even as simple as the 3+7. Look at the following example (see below)



- ii. The middle register texture can be very nice as well. This will allow your comping to stick out a little more than the low-end texture. Be careful in this register though because you will have more of an impact on the feel of the piece due to the harmonies cutting through more. In this register, you'll use your normal coming patterns with either 3+7 in your left and any variations in your RH, such as upper structure triads, rootless, or coming extensions however you please. Your rhythmic patterns should still be subtle in this register. Mostly whole and half notes.

- iii. Your upper register is going to be for more interactive and rhythmic comping. You're not necessarily using chords up in this register, but mainly two handed solo lines to compliment the singer, or soloist, and light rhythmic figures. You're going for more ornamental type of stylings when you want to play up in this register. Anything else besides simple lines will be way too much due to the high register.